

Claims

1. A method for storing and retrieving user-specific content in a client-server computer network, the method comprising the steps of:
 - 5 sending, from a first computer, a request relating to user-specific content to a second computer in a client-server computer network;
 - determining a third computer in the client-server computer network which is geographically proximal to the first computer;
 - redirecting, by the second computer, the request to the third computer; and
 - 10 providing a user-specific content transaction between the first and third computers.
2. The method as in claim 1, wherein when the request is a first request the step of determining the third computer includes the step of redirecting, by the
15 second computer, the request first to a fourth computer in the client-server computer network,
3. The method as in claim 2, wherein the step of determining the third computer further includes the step of redirecting, by the fourth computer, the
20 request next to a plurality of computers in the client-server computer network.
4. The method as in claim 3, wherein the step of determining the third computer further includes the step of measuring the response time of the communication between each of the plurality of computers and the first computer.
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5. The method as in claim 4, wherein the step of determining the third computer further includes the step of determining the shortest response time and identifying as the third computer one of the plurality of computers measuring the shortest response time.
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6. The method as in claim 5, wherein the step of determining the third computer further includes the step of responding, by the third computer, to the first request to the first computer.

5 7. The method as in claim 6, wherein the step of determining the third computer further includes the step of causing the first computer to provide the second computer with details relating to the third computer.

8. The method as in claim 7, wherein the step of determining the third
10 computer further includes the step of creating a new account at the third computer for the first computer.

9. The method as in claim 1, wherein the step of redirecting, by the second computer, the request to the third computer includes the step of providing, by the
15 third computer, a session key to the second computer.

10. The method as in claim 9, wherein the step of redirecting, by the second computer, the request to the third computer further includes the step of modifying the request using the session key before redirecting the request to the third
20 computer.

11. A system for storing and retrieving user-specific content in a client-server computer network, the system comprising:

means for sending, from a first computer, a request relating to user-specific
25 content to a second computer in a client-server computer network;

means for determining a third computer in the client-server computer network which is geographically proximal to the first computer;

means for redirecting, by the second computer, the request to the third computer; and

30 means for providing a user-specific content transaction between the first and third computers.

12. The system as in claim 11, wherein when the request is a first request the means for determining the third computer includes means for redirecting, by the second computer, the request first to a fourth computer in the client-server computer network,

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13. The system as in claim 12, wherein the means for determining the third computer further includes means for redirecting, by the fourth computer, the request next to a plurality of computers in the client-server computer network.

10 14. The system as in claim 13, wherein the means for determining the third computer further includes means for measuring the response time of the communication between each of the plurality of computers and the first computer.

15 15. The system as in claim 14, wherein the means for determining the third computer further includes means for determining the shortest response time and identifying as the third computer one of the plurality of computers measuring the shortest response time.

20 16. The system as in claim 15, wherein the means for determining the third computer further includes means for responding, by the third computer, to the first request to the first computer.

25 17. The system as in claim 16, wherein the means for determining the third computer further includes means for causing the first computer to provide the second computer with details relating to the third computer.

30 18. The system as in claim 17, wherein the means for determining the third computer further includes means for creating a new account at the third computer for the first computer.

19. The system as in claim 11, wherein the means for redirecting, by the second computer, the request to the third computer includes means for providing, by the third computer, a session key to the second computer.

- 5 20. The system as in claim 19, wherein the means for redirecting, by the second computer, the request to the third computer further includes means for modifying the request using the session key before redirecting the request to the third computer.